This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1. (Original): A method for transmitting media information over a network comprising the steps of:

    generating a handle at a first location where the handle identifies a media object;

    transmitting the handle from the first location to a second location through the network; and

    rendering the identified media object at the second location in accordance with the handle.

2. (Original): The method as in claim 1 wherein the generating step comprises the steps of:

    obtaining an identifier for the media object;

    obtaining an identifier for each participant of a value-chain for the media object; and

    combining the identifiers to form the handle.

3. (Original): The method as in claim 1 wherein the transmitting step operates to transmit at least one of: e-mail, chat, instant messaging, cell phone protocols, TV/video links, and dynamic chat

4. (Original): The method as in claim 1 further comprising the steps of:

    transmitting the handle from the second location to a server;

    at the second location, receiving from the server the media object identified by the handle;

    optionally, displaying the media object at the second location when the media object

contains a visual portion; and

optionally, producing audio corresponding to the media object at the second location when the media object contains an audio portion.

5.   (Original): The method as in claim 1 wherein the media object identified by the handle is available locally at the second location, further comprising the steps of:

optionally, displaying the media object at the second location when the media object contains a visual portion; and

optionally, producing audio corresponding to the media object at the second location when the media object contains an audio portion.

6.   (Original): The method as in claim 1, wherein the handle includes at least one of the following identifiers:

an object-id specifying a location of the media object;

a sku-id identifying a product number for the media object;

a distributor-id identifying a distributor associated with the media object;

a retailer-id identifying a retailer associated with the media object;

a channel-id identifying a channel associated with the media object;

a renderer-id identifying a software associated with the media object;

a carrier-id identifying a carrier associated with the media object;

a disk-id identifying a disk containing the media object;

a user-id identifying a user associated with the media object;

an absolute-time-id specifying the absolute time when the handle is transmitted;

a temporal-location-id specifying the amount of the media object rendered when the handle is transmitted; and

a temporal-state-id specifying the state of the media object when the handle is transmitted.

7.   (Original): The method as in claim 6 wherein the handle additionally includes a set of terms that govern the rendition of the media object.

8.   (Original): The method as in claim 6 wherein the handle additionally includes a reference to a set of terms that governs the rendition of the media object.

9.   (Original): A method for transmitting media information among a plurality of locations over a network comprising the steps of:

rendering a media object at a first location;

generating a handle at the first location where the handle identifies the media object and identifies at least one value-chain participant;

transmitting the handle to at least one second location over the network; and

rendering the media object at the second location using the handle.

10.   (Original): The method as in claim 9 wherein the step of rendering the media object at the second location comprises the steps of:

obtaining permission to render the media object at the second location from the at least one value-chain participant;

rendering the media object at the second location in accordance with such permission.

11.   (Original): The method as in claim 9 wherein the step of rendering the media object at the second location comprises the steps of:

transmitting the handle from the second location to a server;

at the second location, receiving from the server the media object identified by the handle;

optionally, displaying the media object at the second location when the media object contains a visual portion; and

optionally, producing audio corresponding to the media object at the second location when the media object contains an audio portion.

12.   (Original): The method as in claim 9, wherein the handle includes at least one of the following identifiers:

an object-id specifying a location of the media object;

a sku-id identifying a product number for the media object;

a distributor-id identifying a distributor associated with the media object;

a retailer-id identifying a retailer associated with the media object;

a channel-id identifying a channel associated with the media object;

a renderer-id identifying a software associated with the media object;

a carrier-id identifying a carrier associated with the media object;

a disk-id identifying a disk containing the media object;

a user-id identifying a user associated with the media object;

an absolute-time-id specifying the absolute time when the handle is transmitted;

a temporal-location-id specifying the amount of the media object rendered when the handle

is transmitted; and

a temporal-state-id specifying the state of the media object when the handle is transmitted.

13.   (Original): A method for transmitting media information among a plurality of locations over

a network comprising the steps of:

rendering a media object at a first location;

generating a handle at the first location where the handle identifies the media object;

transmitting the handle to at least one second location over the network; and

rendering the media object at the second location such that the rendition of the media object

at the second location is synchronized with the rendition of the media object at the first location.

14.   (Original): The method as in claim 13 wherein the step of rendering the media object at the second location comprises the steps of:

transmitting the handle from the second location to a server;

at the second location, receiving from the server the media object identified by the handle;

optionally, displaying the media object at the second location when the media object contains a visual portion; and

optionally, producing audio corresponding to the media object at the second location when the media object contains an audio portion.

15.   (Original): The method as in claim 13, wherein the handle includes at least one of the following identifiers:

an object-id specifying a location of the media object;

a sku-id identifying a product number for the media object;

a distributor-id identifying a distributor associated with the media object;

a retailer-id identifying a retailer associated with the media object;

a channel-id identifying a channel associated with the media object;

a renderer-id identifying a software associated with the media object;

a carrier-id identifying a carrier associated with the media object;

a disk-id identifying a disk containing the media object;

a user-id identifying a user associated with the media object;

an absolute-time-id specifying the absolute time when the handle is transmitted;

a temporal-location-id specifying the amount of the media object rendered when the handle is transmitted; and

a temporal-state-id specifying the state of the media object when the handle is transmitted.

16.   (Currently Amended): The method as in claim ~~12~~ 13 further comprising the steps of:

computing a transport time as the difference between a current absolute time and an absolute time when the handle was transmitted; and

at the second location, rendering the media object at a position within the media object corresponding to a temporal location incremented by the transport time.

17.   (Currently Amended): A method for transmitting media information over a network comprising the steps of:

generating a handle at a first user location where the handle includes an identifier for a media object and a reference to a technical-support source;

transmitting the handle from the first user location to a second user location through the network;

~~optionally,~~ displaying the media object at the second user location, for a user, when the media object contains a visual portion;

~~optionally,~~ producing audio corresponding to the media object at the second user location,

for the user, when the media object contains an audio portion; and

establishing access to the technical-support-source according to the reference in the handle.

18.   (Original): The method as in claim 17, further comprising the step of:

updating the technical-support-information previously downloaded from the technical-support-source.

19.   (Currently Amended): A method for transmitting media information over a network comprising the steps of:

generating a handle at a first user location where the handle includes an identifier for a media object and a reference to a technical-support source;

transmitting the handle from the first user location to a second user location through the network;

transmitting the handle from the second user location to a server through the network;

at the second user location, receiving from the server the media object identified by the handle;

optionally, displaying the media object at the second user location, for a user, when the media object contains a visual portion;

optionally, producing audio corresponding to the media object at the second user location, for the user, when the media object contains an audio portion;

establishing access to the technical-support-source according to the reference in the handle; and

optionally, downloading technical-support-information from the technical-support-source to the second _user_ location.

20.   (Original): The method as in claim 19, further comprising the step of:

updating the technical-support-information previously downloaded from the technical-support-source.

Please Enter the Following New Claims

21.   (New): A method for transmitting content comprising the steps of:

generating a handle at a first user location, wherein the handle comprises information relating to the content;

transmitting the handle over a network to a second user location;

accessing the handle at the second user location to determine the location of the content;

if the content is present at the second user location, rendering the content for a user at the second user location, wherein the rendering is controlled by the handle; and

if the content is not present at the second user location, locating and rendering the content for the user at the second user location, wherein the rendering is controlled by the handle.

22. (New): The method as defined in claim 21, further comprising the step of:

delivering the content to the second location prior to the rendering step if the content is not present at the second user location.

23. (New): The method as defined in claim 21, further comprising the steps:

generating a synch handle comprising temporal information related to the content;

transmitting the synch handle to the second user location;

rendering the content at the first user location; and

synchronizing the rendering of the content at the second user location with the rendering of the content at the first user location in accordance with the synch handle.

24. (New): The method as defined in claim 23, wherein the synch handle is transmitted with the handle.

25. (New): The method as defined in claim 23, further comprising the step of:

requesting, by the user, transmission of the synch handle.

26. (New): A method for dynamic chat, comprising the steps of:

rendering the content at a first location for a first user;

searching for a second user rendering similar content;

notifying the first user of the second user; and

activating a chat session between the first user and the second user.

27.   (New): The method as defined in claim 26, further comprising the step of:

synchronizing the rendering of the content for the first user with the rendering of the content of the second user.

28.   (New): A method of dynamic chat comprising the steps of:

searching, by a first user, for the rendering of a particular type of content;

locating a second user rendering the particular type of content; and

activating a chat session between the first user and the second user based on the content being rendered.